



Cub Pack Program Planner

Attendance:

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Attendees / Total

Theme	GRUB TIME	Meeting		Date	
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Time	Activity	Leader	Equipment Required etc.
6.00	Opening	All	
6.10	Hungry Birds (six game)		20 Dried Beans
6.20	Witchety Grubs (relay)		See attached sheet
6.30	Activity – Cooking on a can		See attached sheet
6.50	Activity – Scavenger Hunt		
7.00	Game – Gone Morton Bay Grubbing		See attached sheet
7.15	Game – YUCI) Sense Training		See attached sheet
7.25	Closing		

<u>General Comments</u>

Hungry Birds (Six Game) Each Six is named after an Australian Bird. Mark a square in the center of the hall and in it place about 20 dried beans or similar objects. At a signal the Pack “fly” around the hall flapping their wings & making bird calls. At the call FEED TIME they all try to grab one of the beans and run with it to their next corner. The group of birds with the most beans is the winner.

Witchety Grubs (Relay) Equip per team – Bowl of cooked spiral spaghetti pieces, one set chopsticks and one cloth wetted with water and detergent. Cubs in relay formation with bowls spaghetti etc at other end of hall. First cub runs up, wipes chopsticks with cloth and used them to pick up one grub which is carried back held by chopsticks and fed to 2nd cub winner is first to have all eaten a grub and standing in straight line.

Cooking on can – 1 x 420g tin per cub, half candle, foil. Per 6 matches, plate of cooking selection, toothpicks, marg and knives invert a can with large holes over half a candle which is placed on a piece of foil. Grease top of can. Place holes around top and bottom of can so candle will not go out. Give cubs a few toothpicks or paddle pop sticks to use to cook on the can. Try these – Pineapple cubed and rolled in sugar; banana slices rolled in coconut; thin slices of apple rolled in cinnamon & sugar; small pancakes. TELL CUBS CAN IS HOT.

Activity – Scavenger Hunt – In pairs get the Cubs to go outside and collect items from – Natural items beginning with the following letters G R U B

Game – Gone Morton Bay Grubbing - Equip Several pieces of chalk. Per Six - Fishing rod with a magnet and string. Some paper (morton bay bugs) with a paper clip and the weight of the bug written on them. The subs stand in their sixes outside a large circle chalked onto the floor. Paper bugs with paper clips and weights written on them are placed in the center of the circle. Number each Six from 1 to 6. Having a fishing rod with a magnet on a string for each Six. The leader calls out a number and the cubs of that number go fishing. After everybody has had a turn add up the weight of the total catch for each Six and see who the winner is.

Game - YUCKI - Equip - Pencil and Paper per cub. Seven large bags lined with plastic freezer bags as follows:

1 Slime Cooked spaghetti

2 Furry piece of velvet material.

3 Damp damp piece foam rubber

4 Prickly steel scourer

5 Squashy uncooked sausage

6 Crawley pipe cleaner made into spider shape

7 Sticky sticky tape side up on a ping pong ball. These are only suggestions you may have better ones.

Cubs sit in circle and leader walks around circle and asks cubs to put their hand in the bag and feel item. They must not touch bag or take item from it. When all items have been felt cubs write down what they felt. Winner is cub with the most correct.